

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Currently Amended) A method for authenticating playback of animated content of an object, the method comprising the steps of:

- (a) receiving a three-dimensional wire mesh having a plurality of line segments for describing the object;
- (b) receiving texture data which describes a covering for the wire mesh;
- (c) receiving movement data for directing movement of the wire mesh;
- (d) receiving ~~a decrypted~~ an encrypted version of the movement data;
- (e) comparing the movement data and encrypted movement data for verifying that the movement data is substantially the same as the encrypted movement data which verification determines security status of the animated object; and
- (f) indicating first and second levels of security status for indicating a result of the comparison step.

2. (Original) The method as in claim 1 further comprising receiving an encrypted version of the texture data and comparing the texture data and the encrypted version of the texture data.

3. (Original) The method as in claim 2 further comprising receiving an encrypted version of the wire mesh and comparing the wire mesh and the encrypted version of the wire mesh.

4. (Original) The method as in claim 1 further comprising indicating a third security indicator which indicates that origin is uncertain, and wherein step (f) includes indicating the first security level as originating from the

predetermined source and the second security level as originating from a source other than the predetermined source.

5. (Currently Amended) A player for authenticating playback of animated content of an object, the player comprising:

(a) a receiving element for receiving a three-dimensional wire mesh having a plurality of line segments for describing the ~~object;~~, object, texture data which describes a covering for the wire ~~mesh;~~ mesh, and movement data for directing movement of the wire mesh;

(b) a decrypting device for decrypting ~~a decrypted~~ an encrypted version of the movement data;

(c) a comparison element for comparing the movement data and encrypted movement data for verifying that the movement data is substantially the same as the encrypted movement data which verification determines security status of the animated object; and

(d) an indicator for indicating first and second levels of security status for indicating a result of the comparison step.

6. (Original) The player as in claim 5, wherein the decrypting device receives an encrypted version of the texture data and the comparison element compares the texture data and the encrypted version of the texture data.

7. (Original) The player as in claim 6, wherein the decrypting device receives an encrypted version of the wire mesh and the comparison element compares the wire mesh and the encrypted version of the wire mesh.

8. (Original) The player as in claim 5, wherein the indicator indicates a third security indicator which indicates that origin is uncertain, and wherein the first security level as originating from the predetermined source and the second security level as originating from a source other than the predetermined source.